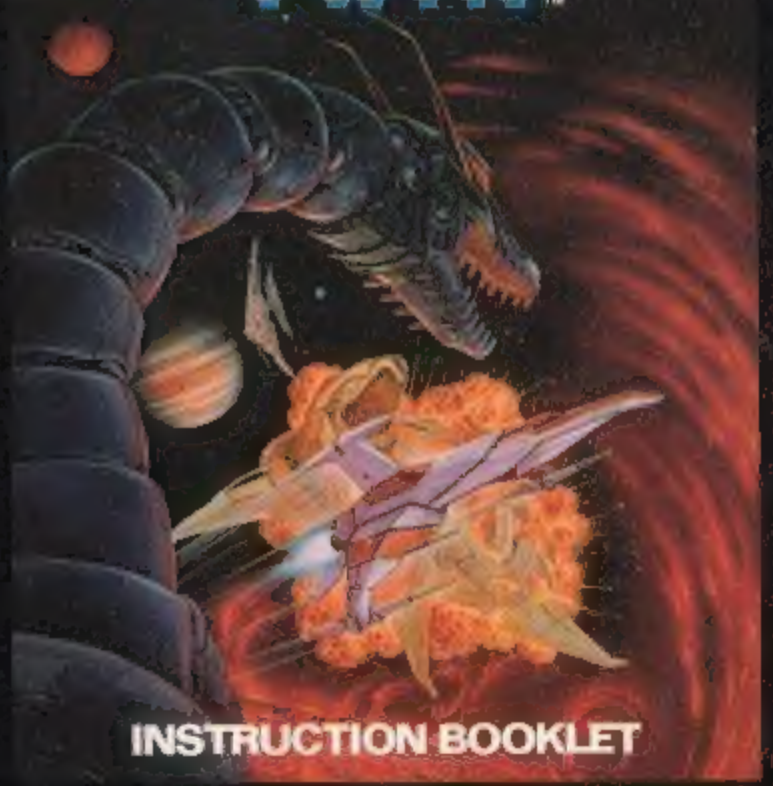
SNS-DT-USA

TAITO™

DARIUS TWIN™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

TAITO™

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DARIUS TWIN.

CONTENTS

STORY — 4
USE OF CONTROLLER — 5
SELECT MODE — 6
OPTIONS — 7
SCREEN DISPLAY — 8
PLANET CHOICE — 9
POWER UP ITEMS — 10
HIGH SCORE — 16
MIDDLE BOSSES — 17
STAGE FINAL BOSSES — 18
OTHER ENEMIES — 22
WARRANTY INFO. — 23

STORY

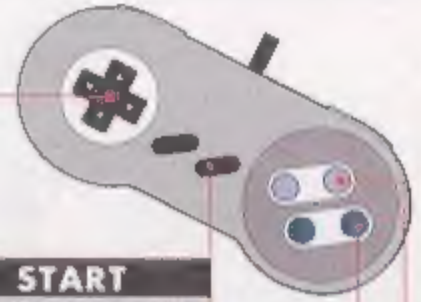
Once, many millennia ago, the young, tranquil world of Darius was invaded by a race of star-hopping barbarians under the command of the galactic tyrant, Belser. The peace-loving Dariusites were ill-prepared for such an invasion and most fell quickly. However, before the entire planet succumbed to Belser's domination, a brave young couple, Proco and Tiat, led a resistance effort and managed to escape with many of their fellow Dariusites to sectors of space that were still free.

As the centuries passed, the descendants of this resistance movement multiplied and prospered, and populated many worlds. On Orga, a world of uncommon resources, they established the command center for the Galactic Federation, a governing body that united all the peaceful worlds of their galaxy. After a thousand years, the forces of Belser again decided to expand their empire and headed spaceward to conquer the people who escaped them centuries earlier. Branching ever outward, Belser seized control of even more planets in the solar system.

Inspired by the legends of Proco and Tiat, two of the Federation's best pilots now ready their spacecraft for the long galactic battle that awaits them. These vessels, advanced technological miracles called Silver Hawks, are able to transform energy into powerful weapons and armament. It is your mission to pilot a Silver Hawk, defeat Belser's forces on each of the planets along your selected route, and reach Darius and destroy the formidable Alloylantern, a mechanical fortress from which all of Belser's technological strength springs. Belser's original world remains unknown, but the most noted scientists believe that it was largely oceanic because all of Belser's technology seems patterned after aquatic lifeforms.

USE OF CONTROLLER

It is important to become familiar with the controller as this is a high speed action game requiring split-second reactions and reflexes. The more familiar you are with the controller, the more adept you will be at flying your Silver Hawk.



CONTROL PAD

Use the CONTROL PAD to move the Silver Hawk up, down, left, or right.

START

Press START at the title screen to start the game. During play, press START to pause the game. Press START a second time to resume play.

"B" BUTTON

Press the "B" BUTTON at the option screen to advance to the next screen. During play, press "B" button to fire peripheral weapons.

"Y" BUTTON

Press the "Y" BUTTON to fire the primary weapon (straight in front of the Silver Hawk.)

The SELECT, "X", "A", "L", and "R" buttons are not used in this game.

SELECT MODE

The select screen allows you to choose a one-player game or a two- player game or to go to the option screen. Simply move the highlight with the control pad to the desired menu choice and press START.

ONE PLAYER

For a solo adventure, move the highlight to the ONE PLAYER menu choice and press START. In a one-player game, your Silver Hawk will be green.

TWO PLAYER

To battle Belser's forces as a team, move the highlight to the TWO PLAYER menu choice and press START. In the two-player game, Player 1's Silver Hawk will be red and Player 2's Silver Hawk will be blue. The special technology of the Silver Hawks prevents them from taking damage from each other.

OPTION

To advance to the option screen, move the highlight to the OPTION menu choice and press START.

OPTION

PLAYER STOCK

Move to the PLAYER STOCK option. Move the control pad LEFT or RIGHT until the desired number of lives appears. You can start with up to eight lives.

RAPID FIRE

Move the cursor to this option and toggle it on and off by moving the control pad RIGHT or LEFT. If you toggle this option on, you will have automatic turbo firing capability by holding the "Y" button (repeated pressing will not be necessary.)

SOUND TEST

To listen to different types of music found in the game, move the cursor to this option and move the control pad RIGHT or LEFT to the desired number, then press the "B" button.

GAME LEVEL

Move the cursor to this option and toggle between NORMAL and EASY difficulty levels by moving the control pad RIGHT or LEFT. If you select the EASY difficulty mode, you will not have to inflict as much damage to destroy your enemies.

In the NORMAL mode, you must inflict more damage to destroy ships.

SCREEN DISPLAY

PLAYER ONE SCORE

PLAYER TWO SCORE

THE SCORE TO BEAT

PLAYER ONE EXTRA LIVES

ENEMY

PLAYER TWO
Player two (Player two will always pilot the blue Silver Hawk.)

PLAYER ONE
Player one (In a two-player game, Player one will pilot the red Silver Hawk.)

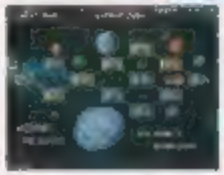
PLAYER TWO EXTRA LIVES

In a one-player game, you will pilot a green ship. In a two-player game, Player one will pilot the red ship, Player two pilots the blue ship.

PLANET CHOICE

The screen at right shows the possible routes you may take to reach your destination: Darius (Planet L). When you complete your mission on a given planet, you will advance to the next planet. You may be given a choice of planets to which you may advance. Move the control pad UP or DOWN to the desired planet and press the "B" button.

EXAMPLE PATH



Note the example path at left. The pilot chose to advance from Planet A to Planet B, and not to Planet C. From Planet B, he advanced to Planet D. From Planet D, he chose to advance to E, G, J, and finally Planet L (Darius), in that order.

SEVEN PLANETS

There are sixteen possible paths to completing your mission on Darius. Each path will take you to seven different planets. You will always advance to the right, and you may not go in reverse on the path.

SEVEN PLANET ROUTE			
Planet 1 A	**Planet 2** B or C	**Planet 3** D	**Planet 4** E or F
Planet 5 G, H or I	**Planet 6** J or K	**Planet 7** L (Darius)	

POWER-UP ITEMS

When certain enemies are destroyed, they release energy pods, or "Power Cubes", that the Silver Hawks can convert to armament. If your ship is destroyed, and you still have reserve ships, you will return with the same power level of weaponry you had at the loss of your previous ship.

POWER SHOTS

Grab this red Power Cube and you will increase the power of your main weapon.

SIDE ARMS SHOTS

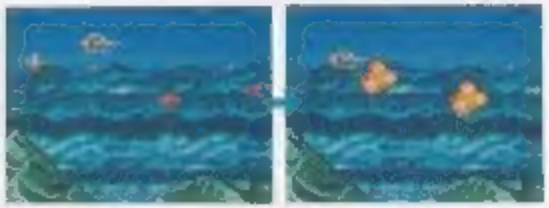
Getting this green Power Cube will increase the power of your peripheral weapons.

SHIELDS

Get the blue Power Cube and you will add a layer of protective force-field shielding to your ship.

ANOBBSIUM BOMB

The dreaded Anobbsium Bomb. An explosive force of uncontrollable destruction so great that it wipes out everything within a radius of 10 parsecs. Get this yellow Power Cube and you will destroy everything within view.



1 UP

Grab this orange Power Cube and you'll receive an extra life. This is a rare type of energy and is very precious to all Silver Hawk pilots.

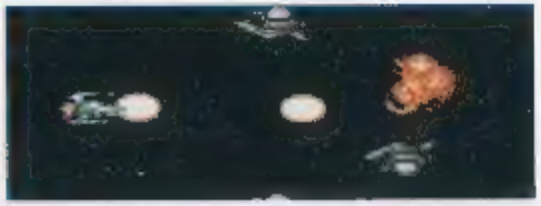
SWITCHING MECHANISM

Get this unusual pod and you will change the type of firepower you have on your main weapon.

POWER SHOT LEVEL

PHOTON POWER DISC

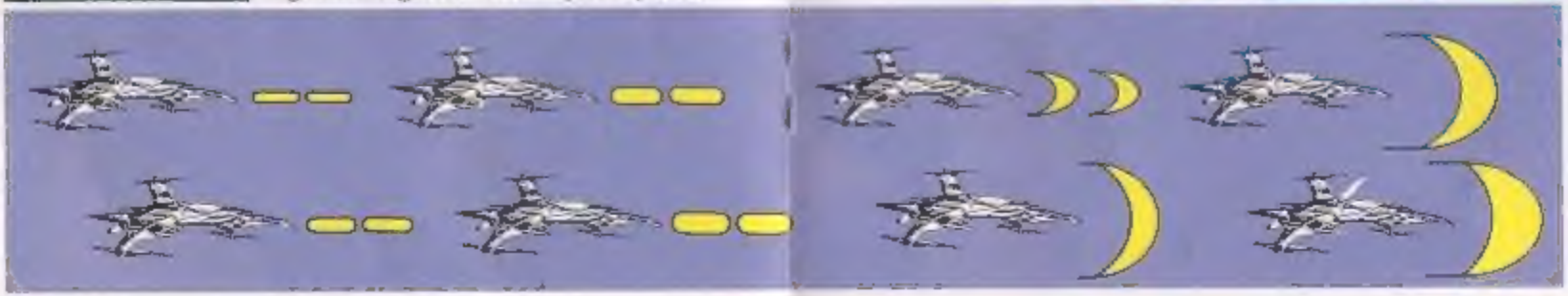
The Photon Power Discs are oval projectiles of considerable destructive force. They are wider than the other type of primary weaponry and are therefore more likely to hit the intended target: but this dissipation makes them less powerful as well.



SEGMENTED LASER WAVE BEAM

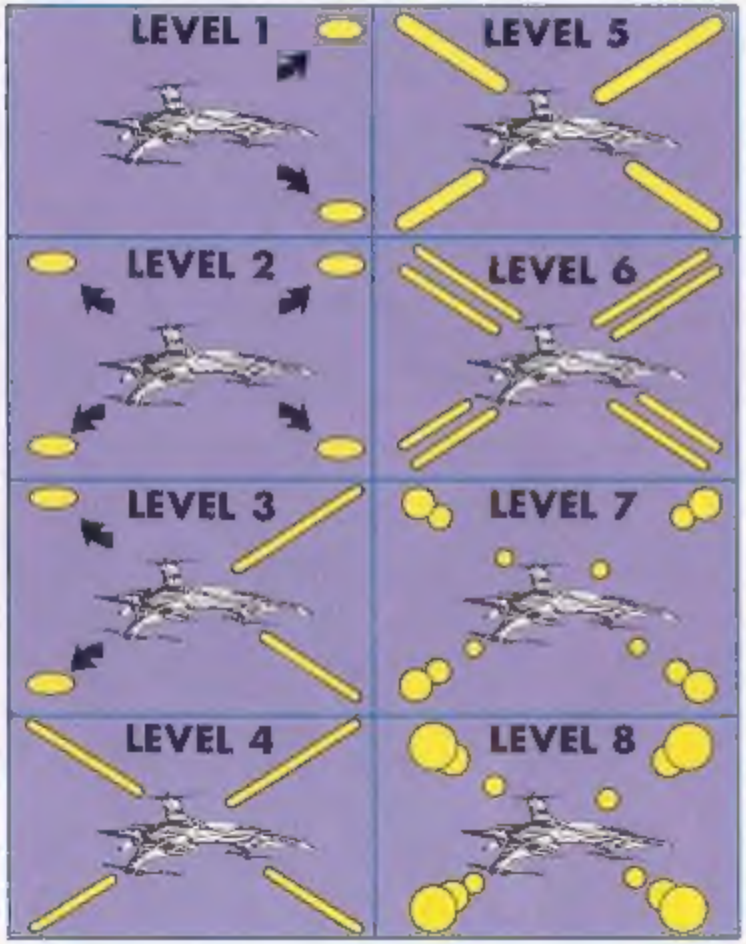
This weapon fires segments of concentrated laser beams. It may fire them as thin line segments or, at the more powerful levels, as waves in the shape of boomerangs. The Laserwave Beam is thinner than the Photon Power Discs, so a greater degree of accuracy is required.

However, the Laserwave Beams' energy concentration makes them more powerful.



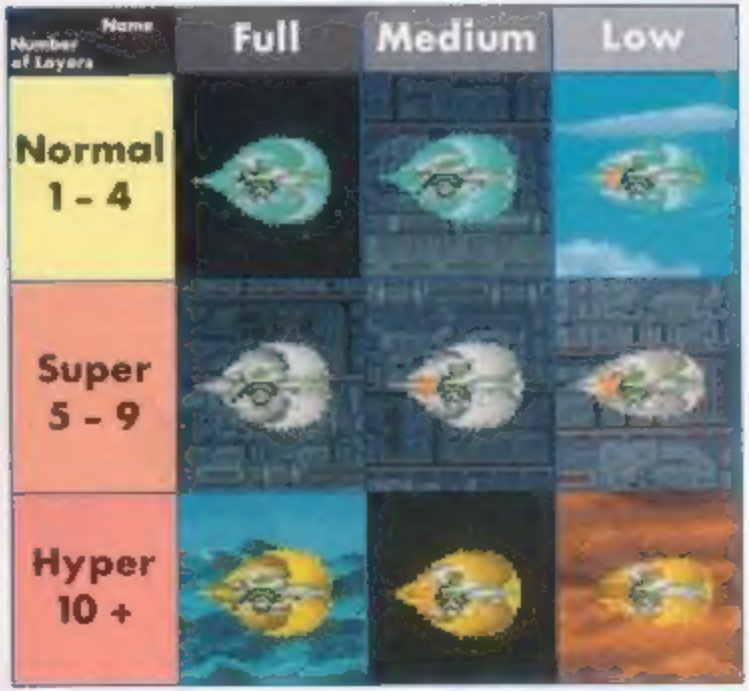
PERIPHERAL ARMAMENT

The weapons that shoot at angles from the sides of your Silver Hawk are just as important as your primary weapon. As you gather green Power Cubes, you will increase the power of your peripheral arms.

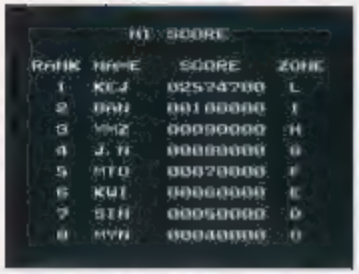


SHIELDS

Each time you grab a blue Power Cube, you will add a layer of force-field energy to your ship's hull. There are three classifications of shield strength: Normal, Super, and Hyper. The Normal classification of shield strength means that you have from one to four layers of force-field energy and is indicated by a light blue shield around your ship. The Super level means you have from five to nine layers and is displayed as a light silver or gray shield around your ship. The Hyper level means ten or more layers and is shown as a gold shield around your Silver Hawk. If one of your ships is destroyed, your next ship will retain the same shield level potential as the previous one' when you get a new blue Power Cube, you will automatically be given the previous ship's shield level plus a layer from the new Power Cube.



HIGH SCORES



The game keeps track of high scores while you play, so you can measure your achievements and progress. When you turn off your SNES, however, your high score information will be lost. Can you beat the built-in high score?

WATCH THE SCORE TO BEAT!

The current high score is always displayed during game play to remind you of your goal. Compete against the high score. Then compete against your new high score and see how much you improve.

IMMORTALIZE YOUR INITIALS!

The high score screen will appear when your game is over. Move the control pad UP or DOWN until the desired letter is highlighted.

Repeat the process until you have the initials you desire. Then press the "B" button the save them.

Your initals and score will remain until it is replaced by enough higher scores or the game is turned off. Good luck!

MIDDLE BOSSES

Each stage has a final boss which must be defeated to progress in the game. Some stages have enemies called "middle bosses." These enemies are tougher than most of the normal enemies, but not as tough as the stage's final boss.

DARK ANGEL

The Dark Angel is a monstrous metal angel fish that shoots a crushing energy wave.

PENTE - SHARK

The Pente-shark is so called because it shoots out five smaller shark spaceships, any of which can zap you.

BLOWHARD

The Blowhard resembles a large blowfish that likes to attack from behind and shoot a spread of small lethal bubbles at you.

RADIATOR

The Radiator is a mysterious metal crab that emits large, dangerous, radioactive rings in all directions.

STAGE FINAL BOSSES

Each stage has a final boss enemy that presides over the planet. You will receive a warning just before the enemy appears. Each stage's final boss is decidedly tougher than any of the other enemies that appear in the same stage.

PLANET A: RILAIR

CODE NAME:
HH02 KILLER HIGIA

The boss of the first planet is a monstrous mass of armor that resembles a barracuda—and is far more deadly.

PLANET B: DANTO, C:KOLOBA

CODE NAMES:
EP30 EMPEROR FOSSIL
QU10 QUEEN FOSSIL

Both Danto and Koloba are presided over by a pair of twin killer bass starships.

PLANET D: LANKUS

CODE NAME:
BD4Z DEMON SWORD

The lethal Demon Sword, a near-indestructible mechanical squid, guards Lankus.

PLANET E: PADI

CODE NAME:
OON1 DUAL SHEARS
(blue)

The boss on Padi is a killer crustacean known as Dual Shears. It is a blue and deadly lobster.

PLANET F: REAR

CODE NAME:
OON1 DUAL SHEARS
(red)

Presiding over the Planet Rear is the red variety of Dual Shears. It is similar to its blue "cousin" and just as dangerous.

PLANET G: NARUKINI

CODE NAME:
ZZ10 DARK
CORONATUS
(red)

The Dark Coronatus, a powerful mech seahorse, is the boss of Narukini. The one on this planet is red.

PLANET H: KARUDO

CODE NAME:
ASP7 RED MIST

A large metal crab-like starship guards Karudo.

PLANET I: SABIA

CODE NAME:
ZZ10 DARK
CORONATUS
(blue)

The blue variety of Dark Coronatus dominates this planet. It is just as lethal as its red counterpart.

PLANET J: NOERU

CODE NAME:
MX04 FULL METAL-
SHELL

The near-invincible Full Metal-shell, enormous armored turtle is the guardian of Noeru. It has an almost impenetrable shell and a very long neck.

PLANET K: HOROLAIN

CODE NAME:
GGOD HYPER
GREATTHING

You will have to defeat the formidable Hyper Greatthing, a mammoth whale-like construction, in order to leave Horolain.

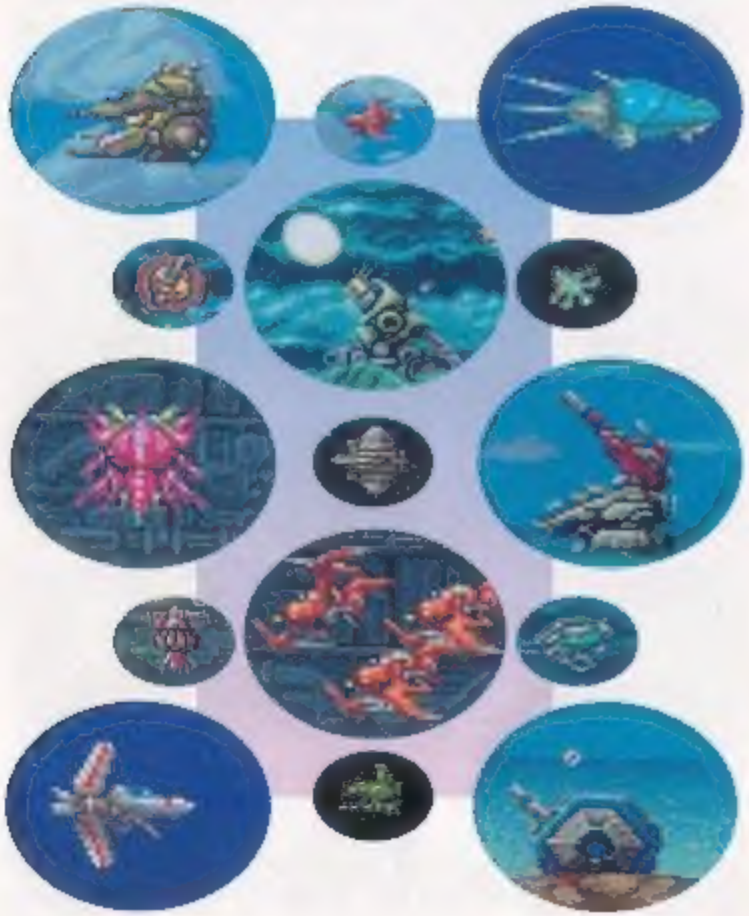
PLANET L: DARIUS

CODE NAME:
LC4Q SUPER
ALLOYLANTERN

This is Belser's personal battlecruiser, the toughest boss of all. This incredible battle cruiser resembles a colossal version of a lantern fish.

OTHER ENEMIES

Belser's factories continue to pour out incredible quantities of fighting ships. Here are just some of the spacecraft you will have to do battle with along your journey to Planet Darius.



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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee the interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SNES with respect to the receiver
- Move the SNES away from the receiver
- Plug the SNES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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